Occupation Skills

To generate a character using this section, choose the occupation, then go to the page number indicated in the third edition to find cost, characteristic minimums, and extra skill rank and occupation points. Write down the skills as listed here. Skills with a page number beginning with "S" can be found in this book. Notations after the name of a skill – "(as ...)" – indicate the skill is listed under a name other than that given in the original occupation description, or as indicated on the original character sheet. Melee has been changed to Combat in skill references to avoid confusion in abbreviations.

CODES

Levels	Difficulty
Fam = Familiar	E = Easy
Exp = Experienced	M = Moderate
Sea = Seasoned	H = Hard
	V = Very Hard
	C = Combat (Melee)

SKILL DIFFICULTIES

	Combat	Easy	Moderate	Hard	Very Hard
Unfamiliar	4	1	0	0	0
Familiar	10	6	5	4	3
Experienced	13	12	10	8	6
Seasoned	16	18	15	12	9

Beaster — Page 60

	Level	Diff	Page
Conceal Self (as Hide in ...)	Exp	E	67, 68
Creature Care	Fam	H	70
Fauna Recognition	Exp	E	65
First Aid (Creature)	Fam	E	68
Sword, One-handed	Exp	C	83
Tracking	Exp	E	68
Wilderness Travel	Fam	E	69

Choose one at Seasoned and two at Experienced.

Bochigon		V	72
Horse		M	72
Talmaron		H	72
Tarro		V	72
Thombo		M	71

Choose one and roll 1d6. 6 = Choose another.

Bargain	Exp	E	66
First Aid	Fam	E	68
Flora Recognition	Exp	E	65
Gaming	Fam	E	68
Weather	Fam	E	66

Burdothian Military — Pages 56-57

	Level	Diff	Page
Conceal Self (as Hide in...)	Fam	E	67, 68
Cooking	Fam	E	68
First Aid	Fam	E	68
Fist	Fam	C	S8
Foraging	Fam	E	69
Knife	Fam	C	83
Language (Entren)	Exp	H	75
Military Etiquette	Exp	H	75
Set Traps	Fam	M	70
Set up Camp	Exp	E	S8
Stealth (as Silent Movement)	Fam	E	67
Tracking	Fam	E	68
Wilderness Travel	Fam	E	69

Choose three and roll 1d6. 6 = Choose another.

Halberd	Fam	C	S8
Pike	Fam	C	S8
Spear	Fam	C	83
Sword, One-handed	Fam	C	83
Sword, Two-handed	Fam	C	83
If a sword was chosen, add			
Defend w/Shield	Fam	C	75

Choose one and roll 1d6. 6 = Choose another.

Bochigon	Fam	V	72
Pistol	Fam	M	S8
Rifle	Fam	M	S8
Talmaron	Fam	H	72
Thombo	Fam	M	71

Additional and Increased Skills According to Military Specialty:

Archer — Page 57

+3 to Bow Skill

Choose one of the following:

Bow	Fam	H	83
Crossbow	Fam	M	83
Longbow	Fam	H	83

Caji Infantry (Muadra only) — Page 57

Healer dysha	Fam	M	97
Night Eyes dysha	Fam	M	97
Power Orb dysha	Fam	M	95
Shield dysha	Fam	E	96
Wall dysha	Fam	H	96

Isho Points are doubled

Cavalry — Page 57

1 Polearm (already chosen)	Exp	C	83/S8
1 Mount (already chosen)	Exp	M-V	71-72

Infantry — Page 57

1 Sword (already chosen)	Exp	C	83
1 Polearm (already chosen)	Exp	C	83/S8
Defend w/Shield (already chosen)	Exp	C	75

Marine — Page 57

1 Sword (already chosen)	Exp	C	83

Swim at +6

Talmaron Unit Page 57

1 Bow	Fam	M-H	83
Talmaron (already chosen)	Exp	H	72
+2 to Bow skill			

Caji (Muadra Only) Page 57

	Level	Diff	Page
2 Moon Skills (Player's Choice)	Exp	H	91
3 Moon Skills (Player's Choice)	Fam	H	91
2 Dyshas (Player's Choice)	Exp	E-V	94-98
4 Dyshas (Player's Choice)	Fam	E-V	94-98
Caji Etiquette	Exp	H	75
+1 to Aim			
+3d6 to Isho			
+2d6 to Color			

Choose one and roll 1d6. 6 = Choose another.

1 Weapon (Player's Choice)	Fam	–	83-84
Astronomy	Fam	V	74
Bureaucracy	Fam	E	68
Isho Weather	Fam	H	74

Condrij Page 59

	Level	Diff	Page
2 Weapons (Player's Choice)	Exp	–	83-84
Conceal Self (as Hide in...)	Fam	E	67, 68
Contacts (Military)	Fam	E	67
Defend w/o Weapon	Exp	C	75
First Aid	Fam	E	68
Fist	Exp	C	S8
Kick	Exp	C	S8
Military Etiquette	Exp	H	75
Search	Fam	E	67
All athletic skills at +1			

Choose one and roll 1d6. 6 = Choose another.

Bargain	Fam	E	66
Corastin Interaction	Fam	M	S8
Drinking	Exp	E	S8
Gaming	Fam	E	68
Pistol	Fam	M	S8
Sailing	Fam	E	69

Dyte Punk (Muadra Only) Page 55

	Level	Diff	Page
Conceal Self (as Hide in ...)	Fam	E	67, 68
Desti Moon skill	Exp	H	91
Frost Bolt dysha	Fam	M	97
Knife	Fam	C	83
Lightning Blast dysha	Exp	E	97
Underground Information	Exp	H	69
+2d6 to Isho Points			
No other dysha above Rank 4			

Choose one and roll 1d6. 6 = Choose another.

Caji Etiquette	Fam	H	75
Current Events	Fam	E	66
Fast Talk	Exp	E	67
Getting Around	Exp	E	67

Entris Page 59

	Level	Diff	Page
Interpreter (spoken language)			
1 Language (Player's Choice)	Sea	M-V	74-75
Etiquette/Interaction (for above lang)	Sea	M-V	S8
2 Languages (Player's Choice)	Exp	M-V	74-75
Etiquettes/Interactions (for above)	Exp	M-V	S8
2 Languages (Player's Choice)	Fam	M-V	74-75
Etiquettes/Interactions (for above)	Fam	M-V	S8
Language (Entren)	Sea	H	75
Language (Triddis)	Exp	V	75
Writing (Triddis)	Fam	H	69

Translator (written language)

Etiquettes/Interactions (3 of the 5 chosen written langs)	Exp	M-V	S8
Language (Entren)	Sea	H	75
Language (Triddis)	Exp	V	75
Writing (1 language; Player's Choice)	Sea	H	69
Writing (2 languages; Player's Choice)	Exp	H	69
Writing (2 languages; Player's Choice)	Fam	H	69
Writing (Triddis)	Fam	H	69

All Entris

Choose two and roll 1d6. 6 = Choose another.

Bureaucracy	Fam	E	68
Contacts	Fam	E	67
Current Events	Sea	E	66
Geography (Basic)	Fam	E	65
History (Local or World)	Exp	E/V	65/72
Information Search	Fam	E	68
Orating	Fam	H	71
Writing (1 language; Player's Choice)	Fam	H	69

Ex-Militia Page 56

	Level	Diff	Page
Conceal Self (as Hide in...)	Fam	E	67, 68
Cooking	Fam	E	68
First Aid	Fam	E	68
Fist	Fam	C	S8
Foraging	Fam	E	69
Knife	Fam	C	83
Language (Entren)	Exp	H	75
Set Traps	Fam	M	70
Set up Camp	Exp	E	S8
Stealth (as Silent Movement)	Fam	E	67
Tracking	Fam	E	68
Wilderness Travel	Fam	E	69

Choose one.

Halberd	Fam	C	S8
Pike	Fam	C	S8
Spear	Fam	C	83
Sword, One-handed	Fam	C	83
Sword, Two-handed	Fam	C	83
If a sword was chosen, add:			
Defend w/Shield	Fam	C	75

Choose one.

Bochigon	Fam	V	72
Talmaron	Fam	H	72
Thombo	Fam	M	71

Githerin — Page 64

	Level	Diff	Page
Bribe	Fam	E	67
Conceal Self (as Hide in...)	Fam	E	67, 68
Current Events	Fam	E	66
Getting Around	Exp	E	67
Knife	Exp	C	83
Underground Information	Exp	H	69
All athletic skills at +2			
Choose two and roll 1d6. 6 = Choose another.			
Contacts	Fam	E	67
Earth-tec (Basic)	Fam	E	66
Pick Locks	Fam	H	70
Pick Pockets	Fam	V	69
Search	Fam	E	67
Tailing	Fam	E	67

Gloundan Shadow Warrior Pages 55-56

	Level	Diff	Page
1 Melee Weapon (Player's Choice)	Fam	C	83
Conceal Self (as Hide in ...)	Exp	E	67, 68
Defend w/o Weapon	Sea	C	75
Fauna Recognition	Exp	E	65
Fist (+1 to Injury)	Exp	C	S8
Flora Recognition	Exp	E	65
Kick (+1 to Injury)	Exp	C	S8
Military Etiquette	Exp	H	75
Sis-ganj	Exp	H	S8
Stealth (as Silent Movement)	Sea	E	67
Thombo	Exp	M	71
Tracking	Exp	E	68
Whistling (as Singing)	Fam	H	71
Wilderness Travel	Exp	E	69
Sis-naun (Gloundan martial arts)			S9
All athletic skills at +2			

Iscin (Classical) — Page 63

	Level	Diff	Page
2 Languages (Player's Choice)	Exp	M-V	74-75
Bureaucracy	Exp	E	68
Getting Around	Fam	E	67
Information Search	Sea	E	68
Thriddle Interaction	Fam	H	S8
Writing (same languages)	Exp	H	69
Choose one at Experienced, the rest at Familiar.			
History (World)		V	72-73
Languages		H	73
Literature		V	73
Mathematics		V	73
Philosophy		H	73
Choose one at Experienced, three at Familiar.			
Astronomy		V	74
Bio-tec (Basic)		E	66
Biology		H	73
Earth-tec (Basic)		E	66
Geography (Basic)		E	65
Geology (Basic)		E	65
Isho Weather		V	74
Physics		V	74

Iscin (Outdoor) — Page 63

	Level	Diff	Page
1 Language (Player's Choice)	Sea	M-V	74-75
Etiquette (same as language)	Sea	H-V	S8
Fauna Recognition	Exp	E	65
Flora Recognition	Exp	E	65
Information Search	Exp	E	68
Interaction (same as language)	Sea	M-V	S8
Traveller	Fam	E	65
Wilderness Travel	Fam	E	69
Writing (same as language)	Sea	H	69
All athletic skills at +1			
Choose two at Familiar.			
History (World)		V	72-73
Languages		H	73
Literature		V	73
Mathematics		V	73
Philosophy		H	73
Choose two at Experienced, the rest at Familiar.			
Astronomy		V	74
Bio-tec (Basic)		E	66
Biology		H	73
Earth-tec (Basic)		E	66
Geography (Basic)		E	65
Geology (Basic)		E	65
Isho Weather		V	74
Physics		V	74

Jer — Page 58

	Level	Diff	Page
Conceal Self (as Hide in ...)	Fam	E	67, 68
Crossbow	Fam	M	83
Fauna Recognition	Exp	E	65
First Aid	Fam	E	68
Flora Recognition	Exp	E	65
Stealth (as Silent Movement)	Exp	E	67
Sword, One-handed	Exp	C	83
Weather	Fam	E	66
+2 to Climb			
Choose two and roll 1d6. 6 = Choose another.			
Caji Etiquette	Fam	H	75
Cooking	Fam	E	68
Foraging	Fam	E	69
Geography (Basic)	Fam	E	65
Language (Cleash)	Fam	V	74
Limilates (Find)	Exp	M	70
Limilates (Prepare)	Exp	H	70
Muadra Interaction	Fam	M	S8
Set Traps	Exp	M	70
Thikes	Fam	C	83
Tracking	Exp	E	68
If Muadra Interaction was chosen, add:			
Muadra Etiquette	Fam	H	S8

Learsis — Page 58

	Level	Diff	Page
First Aid	Sea	E	68
Limilates (Find)	Exp	M	70
Limilates (Prepare)	Exp	H	70
Medicine	Exp	V	70
Interactions for human and Iscin races at +2			
Choose one and roll 1d6. 6 = Choose another.			
Biology	Fam	H	73
Earth-tec (Basic)	Fam	E	66
Information Search	Fam	E	68
If character is muadra, add:			
Healer Dysha	Exp	M	97
Roll 1d6. 6 = Also add			
Launtra Moon	Fam	H	91

Merchant — Page 58

	Level	Diff	Page
2 Etiquettes (Player's Choice)	Exp	H-V	S8
2 Interactions (same as Etiquettes)	Exp	M-V	S8
Arithmetic	Exp	E	66
Bargain	Exp	E	66
Fast Talk	Fam	E	67
Knife	Fam	C	83
Thivin Etiquette	Exp	H	S8
Choose one and roll 1d6. 6 = Choose another.			
1 Language (Player's Choice)	Exp	M-V	74-75
Bribe	Exp	E	67
Bureaucracy	Exp	E	68
Current Events	Exp	E	66
Mathematics	Exp	V	73

Querrid — Page 62

	Level	Diff	Page
1 Weapon (Player's Choice)	Fam	–	83-84
Bargain	Fam	E	66
Fauna Recognition	Exp	E	65
Flora Recognition	Exp	E	65
Information Search	Exp	E	68
Language (Triddis)	Fam	V	75
Limilates (Find)	Fam	M	70
Limilates (Prepare)	Fam	H	70
Thriddle Interaction	Exp	H	S8
Weather	Fam	E	66
Choose one and roll 1d6. 6 = Choose another.			
Crystal Cutting	Fam	H	70
Earth-tec (Basic)	Fam	E	66
Fast Talk	Fam	E	67
Language (Shanthic)	Fam	V	75
Wilderness Travel	Fam	E	69
If Shanthic language taken, add:			
Shantha Interaction	Fam	V	S8

Sailor — Page 60-61

	Level	Diff	Page
2 Languages (Player's Choice)	Fam	M-V	74-75
Geography (Basic)	Exp	E	65
Knife	Fam	C	83
Sailing	Exp	E	69
Language (Thowtis)	Fam	H	75
Swim at +3			
Climb (rope) at +2			
Choose one and roll 1d6. 6 = Choose another.			
Acubon Interaction	Exp	H	S8
Drinking	Exp	E	S8
Salu Interaction	Exp	M	S8
Shipwright	Fam	H	70
Story Telling	Fam	H	71

Shast — Page 61

	Level	Diff	Page
Arithmetic	Fam	E	66
Club	Exp	C	83
Current Events	Exp	E	66
Drinking	Fam	E	S8
Language (Thowtis)	Fam	H	75
Military Etiquette	Fam	H	75
Woffen Etiquette	Fam	H	S8
Woffen Interaction	Fam	M	S8
Interaction and Etiquette for bronth, crugar, cygra, and human at +2			
Choose one and roll 1d6. 6 = Choose another.			
1 Language (Player's Choice)	Fam	M-V	74-75
Bribe	Fam	E	67
Fast Talk	Fam	E	67
Gaming	Fam	E	68
Philosophy	Fam	H	73
Underground Information	Fam	H	69

Sherja — Page 55

	Level	Diff	Page
Defend w/o weapon	Exp	C	75
Fast Talk	Fam	E	67
Fist	Exp	C	S8
Kick	Exp	C	S8
Tackle	Exp	C	75
Thikes	Seas	C	83
Underground Information	Fam	H	69
All athletic skills at +1			

Thomboc — Page 60

	Level	Diff	Page
1 Weapon (Player's Choice)	Fam	–	83-84
Bochigon	Fam	V	72
Drinking	Fam	E	S8
Fist	Exp	C	S8
Gaming	Fam	E	68
Knife	Exp	C	83
Thombo	Sea	M	71

Choose one and roll 1D6. 6 = Choose another.

Cooking	Exp	E	68
Creature Care	Fam	H	70
Horse	Fam	M	72

Toth (city) — Page 61

	Level	Diff	Page
Current Events	Exp	E	66
Getting Around	Exp	E	67
Weather	Fam	E	66
Crowd Maneuver at +2			S15

Toth (country) — Page 61

	Level	Diff	Page
Farming	Exp	M	69
Thombo	Fam	M	71
Weather	Fam	E	66
Wilderness Travel	Fam	E	69

Yiordeh — Page 62

	Level	Diff	Page
Bribe	Fam	E	67
Conceal Self (as Hide in...)	Fam	E	67, 68
Fast Talk	Exp	E	67
Fist	Fam	C	S8
Getting Around	Fam	E	67
Information Search	Exp	E	68
Knife	Exp	C	83
Sword, One-handed	Fam	C	83
Tailing	Exp	E	67
Underground Information	Exp	H	69

Choose one and roll 1d6. 6 = Choose another.

Bureaucracy	Fam	E	68
Contacts	Fam	E	67
Current Events	Fam	E	66
Gaming	Fam	E	68
Pick Locks	Fam	H	70
Crowd Maneuver at +1			S15

Yord — Page 63

	Level	Diff	Page
Fist	Fam	C	S8
Getting Around	Exp	E	67
Human Interaction	Exp	M	S8
Knife	Fam	C	83
Crowd Maneuver at +2			S15

Choose one

Polearm or Sword (Player's Choice)	Fam	C	83/S8

Choose one and roll 1d6. 6 = Choose another.

Bureaucracy	Fam	E	68
Conceal Self (as Hide in...)	Fam	E	67, 68
Current Events	Fam	E	66
Tailing	Fam	E	67

Interaction Modifiers

Race	Boccord	Bronth	Crugar	Cygra	Human	Muadra	Woffen
Acubon	-3	+0	-4	-3	-3	-3	+0
Blount	+0	+2	-4	-3	+0	+0	+0
Boccord	+0	+1	-4	-2	+1	+2	+1
Bronth	+0	+0	-8	-5	+0	+0	+3
Cleash	-8	-8	-8	-8	-8	-8	-8
Corastin	+0	+2	+0	+0	+0	+0	+0
Croid	-5	-5	-3	-5	-3	-3	-3
Crugar	-1	-4	-1	-1	-3	-2	-12
Cygra	-1	-5	-1	+0	-2	-1	-6
Human	+0	+3	-3	-2	+0	+0	+0
Muadra	+1	+1	-3	-1	+2	+0	+3
Ramian	-5	-8	-1	-3	-5	-5	-3
Salu	+0	+2	-3	-3	+0	+0	+3
Scarmis	-3	-3	-3	-3	-3	-3	-3
Shantha	-3	+0	+0	+0	-3	+3	+0
Thivin	+5	+2	+0	+1	+5	+5	+3
Thriddle	+3	+1	-3	-1	+3	+3	+0
Tologra	-3	+0	-2	-2	-1	-1	+0
Trarch	-3	+0	-3	-1	-3	-3	-3
Woffen	+3	+3	-10	-5	+4	+3	+0